

IN THE SPECIFICATION

Please add the following paragraph before the first paragraph beginning at page 1, line 1:

CROSS REFERENCE TO RELATED APPLICATION

This application claims the benefit of U.S. provisional application serial no. 60/537,800 filed January 20, 2004, which the entire subject matter is incorporated herein by reference.

Please amend Page 6, paragraph beginning on line 13 as follows:

FIG. 6 illustrates an exemplary embodiment of motion training process 600. Motion training process 600 learns new gestures and motions demonstrated by a user to be used for identifying existing or new commands. For instance, a user 201 may want to train the device 300 to detect a throwing motion, such as the motion of throwing the device 300 toward a television 210. The user first presses a switch on the hand-held device 300 to indicate that a new gesture is to be created. (Alternatively, the user can train the hand-held device 300 to interpret a motion as an indication that the training process should be executed.) Motion training process 600 initially waits for motion to be detected by one or more of the accelerometer sensors 410, 411, 412 (step 601) and then records the motion detected by the sensors 410, 411, 412 by periodically sampling and storing data read from analog to digital converters 415, 416, 417 (step 605). After each set of samples have been read during sampling step 605, a test is made to

determine if no motion has been detected for a specified period of time indicating that the gesture or motion has been completed (step 608). If motion is detected during step 608, then step 605 is repeated to read the next set of samples; otherwise, motion training process 600 creates and stores a model of the motion captured during step 610. The motion model is created in a known manner. For example, the following publications describe methods for analyzing, comparing and modeling motions and gestures: Ho-Sub Yoon, Jung Soh, Younglae J. Bae and Hyun Seung Yang, Hand Gesture Recognition Using Combined Features of Location, Angle and Velocity, Pattern Recognition, Volume 34, Issue 7, 2001, Pages 1491-1501; Cristopher Lee and Yangsheng Xu, Online, Interactive Learning of Gestures for Human/Robot Interfaces, The Robotics Institute, Carnegie Mellon University, Pittsburgh, IEEE International Conference on Robotics and Automation, Minneapolis, 1996; Mu-Chun Su, Yi-Yuan Chen, Kuo-Hua Wang, Chee-Yuen Tew and Hai Huang, 3D Arm Movement Recognition Using Syntactic Pattern Recognition, Artificial Intelligence in Engineering, Volume 14, Issue 2, April 2000, Pages 113-118; and Ari Y. Benbasat and Joseph A. Paradiso, An Inertial Measurement Framework for Gesture Recognition and Applications, MIT Media Laboratory, Cambridge, 2001; ~~and Mu-Chun Su, Yi-Yuan Chen, Kuo-Hua Wang, Chee-Yuen Tew and Hai Huang, 3D Arm Movement Recognition Using Syntactic Pattern Recognition, Artificial Intelligence in Engineering, Volume 14, Issue 2, April 2000, Pages 113-118,~~ each incorporated by reference herein.